

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.



- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR COMPACT DISC

Avoid bending the disc. Do not touch, smudge or scratch its surface. Do not leave the disc in direct sunlight or near a radiator or other source of heat. Take occasional rest breaks during extended play. Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTACTING TECH SUPPORT:

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. *(When contacting us via email or fax, please ensure to put the game title in the subject of your message.)*

Assistance Via the World Wide Web:

The fastest way to answer most questions is by visiting our online support. You may find the latest support information for **Hitman 2: Silent Assassin** at <http://www.eidosinteractive.com/support/index.html>. Our support FAQs are available 24-7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

Assistance via Telephone or Fax:

We are available to take your calls Monday through Friday between 9:00 a.m. and 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201(fax). Our tech support department is closed on all major holidays. **Note: You are responsible for all toll charges when calling.**

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. **(Contact your computer manufacturer if you are unsure.)**
- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
 - Click on **Start**
 - Click on **Run**
 - Type **dxdia**
 - Click on **OK**
 - Click on the **Save Information** button and save the file to your computer.
 - *When you call our Technical Support line either have this file open or have a printed copy. If you send an email query you may attach the file to the email.*
- What error message(s), if any, you have had.
- How the game is currently configured.

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS STRATEGIES OR CODES

Product Return Procedure:

In the event our support agents determine that your game disk is defective, you will need to forward material directly to us, please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you a authorization number that must be included and you will need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
651 Brannan Street, suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Warranty Policy

If our technicians determine that the product storage medium is found to be defective with ninety (90) days of original purchase (as described in Eidos Interactive's Limited Warranty and unless otherwise provided by applicable law) Eidos Interactive will replace the item, free of charge, to the original purchaser, if the item is accompanied by the original dated sales receipt, packaging and RMA#. If you do not have the original receipt or the warranty period has expired, Eidos Interactive will replace the disk for a nominal fee.

Note: You are responsible for postage for your game to our service center.





CORNERED?

Call the EIDOS Interactive Hint Line
U.S.: 1-900-773-4367
Canada: 1-900-643-4367

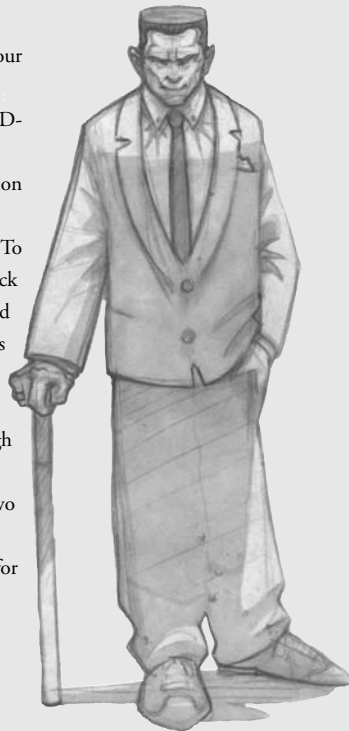
Cost of call: \$0.99 - \$1.49/minute.
Must be 18 years of age
or have parent's permission.
Touch-tone phone required.

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REGISTER YOUR GAME AT
WWW.EIDOSREGISTRATION.COM

INSTALLING THE GAME

1. Quit all applications and close all windows on your desktop.
2. Place the *Hitman 2: Silent Assassin* CD in your CD-ROM drive.
- 3.a After you close your drive, the *Hitman 2* installation menu will appear.
- 3.b If AutoPlay is disabled the menu will not appear. To manually access the installation menu, double-click the MY COMPUTER icon on your desktop, and then double-click the CD-ROM icon that appears in the newly opened window. Finally double-click AUTORUN.EXE to open the installation menu.
4. Follow the on-screen prompts to guide you through the installation process.
5. At the completion of installation the following two options become available:
 - 1) View ReadMe file. Refer to the Readme file for updates, manual alterations and troubleshooting.
 - 2) Run *Hitman 2*.



UNINSTALLING THE GAME

If you need to un-install *Hitman 2: Silent Assassin*, you can do any of the following:

- Insert the CD in to the CD-ROM drive to activate the AutoPlay feature. This will bring up the Launch Panel. Click the UN-INSTALL option and follow the onscreen prompts.
- Click the START button from the Windows taskbar. Choose PROGRAMS from the pop-up menu. Locate the *Hitman2: Silent Assassin* shortcut menu within this group, click the UN-INSTALL option and follow the onscreen prompts.
- Go to the Control Panel and choose ADD/REMOVE PROGRAMS. Click HITMAN 2: SILENT ASSASSIN, select the ADD/REMOVE button and follow the onscreen prompts.

Note: If you experience difficulties un-installing *Hitman 2: Silent Assassin*, please consult the Troubleshooting and Performance Issues section of the ReadMe File.

CONFIGURING YOUR GAME

The system configuration utility can be launched from the *Hitman 2* group on the Windows Start menu. This utility is used to configure *Hitman 2: Silent Assassin* to take maximum advantage of your GFX hardware. The following options are available:

RESOLUTION Select the desired resolution from those supported by the installed GFX hardware.

Note: You'll find a separate graphics configuration screen in the In-Game Menu. See page 24 for details.

SHOW BLOOD Enable or disable blood within the game.

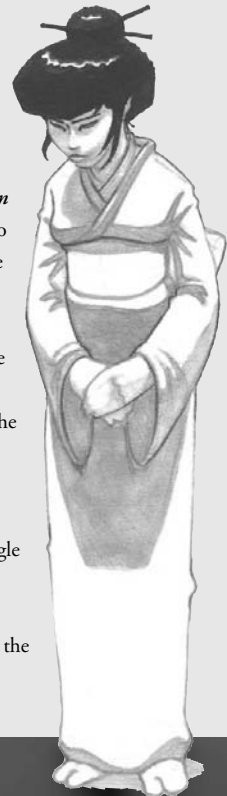
P5 GLOVE Enable P5 Glove support.

GRAPHICS Use Hardware Transfer & Lighting and toggle between windowed and full screen mode

SAVE AND LAUNCH Store all changes and launch the game.

RESET ALL SETTINGS Reset the system configuration to the default settings.

CANCEL Quit out of the system configuration screen.





DEFAULT CONTROLS

Hitman 2: Silent Assassin allows you to reconfigure the controls on your PC keyboard and mouse, keyboard, or keyboard and a gamepad. To reconfigure the controls, select **BUTTON CONFIGURATION** from the Control Setup menu in Option mode (see page 25).

Note: In the list below, *lmb* indicates the left mouse button, *rmb* indicates the right mouse button and *mw* refers to the mouse wheel.



GENERAL

Esc key	Open (or close) In-game Menu: press once to pause the game and open the In-game Menu; press a second time to return to the game
cursor keys  	Select menu item
Enter key	Accept menu selection

MOVEMENT

W key	Move forward
S key	Move backward
A key	Sidestep left
D key	Sidestep right
Z key	Lean left – double tap to step out
C key	Lean right – double tap to step out
Left Shift key	Run modifier – hold down while pressing a movement button to run in this direction
Left Ctrl key	Crouch modifier – hold down to take a crouched position
Spacebar	Sneak – press to toggle Sneak mode ON/OFF.
Caps Lock	Toggle walk/run. Press once (enable Caps Lock) and you will always run. Press again (disable Caps Lock) to walk.

ACTION

E key	Perform action (e.g. pick up item, open door, throw switch etc)
	Next action*
	Previous action*



*If more than one action is available, use the Next/Previous Action controls to cycle through the choices and release the E key to activate your selection.

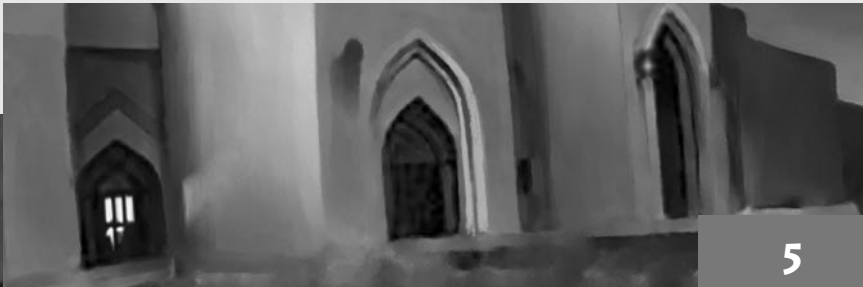
DEFAULT CONTROLS

WEAPONS & INVENTORY

<i>lmb</i>	Fire current weapon / use current item
1 key	Close-combat weapon(s) – keep tapping to cycle through available choices
2 key	Pistol(s) – keep tapping to cycle through available choices
3 key	SMG(s) – keep tapping to cycle through available choices
4 key	Rifle(s) – keep tapping to cycle through available choices
5 key	Binoculars
6 key	Night vision goggles
8 key	Lockpick
Q key	Holster (or draw) current weapon – press once to holster the current weapon; press a second time to draw the weapon again (rifles will be dropped)
	Quick Inventory – press and hold the Q key to display a quick inventory in the upper right corner of the screen; scroll through the list with the mouse; when you release the Q key, 47 will draw that item/weapon
R key	Reload current weapon
<i>rmb</i>	Inventory – display a list of currently held weapons and items
G key	Drop current weapon or item
M key	Map
B key	Mission briefing

CAMERA

F1 key	First person view – press again to return to third person view
<i>mw</i> 	Zoom in
<i>mw</i> 	Zoom out
	In third person view, zoom in and zoom out affect the distance between Hitman and the camera. When you're using a rifle with a scope attached, Zoom In and Zoom Out affect the scope's magnification levels.



INTRODUCTION



INTRODUCTION

You're back. Are you prepared? The past is about to catch up with you.

You — the hired gun with a sense of loyalty; the assassin with a sense of justice.

And faith? What of faith? Trust in your god, but carry a loaded gun.



Bind yourself with mastery of weapons and thoroughness of groundwork. Know when to take your time, and when to strike instantly.

Track down those who forced you out of retirement. Seep through the deep fractures of the world. Flow through the quarters of sin, crime, greed and dishonor.

Be certain, 47, in such places your enemies will hide. Until the only safe place is behind you.

Watch your back, 47.

The enemy is closer than you think ...



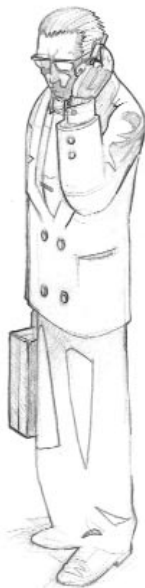
SICILY

Spring comes early to the Gulf of Castellammare. The citrus groves west of Palermo are already in fruit by the end of February, and the Sicilian air is rich with the scents of lemon and orange. From the sea, hillside villages are splashes of pastel jewelry on a brilliant carpet of green and gold.

The dome of the Church of the Carmine rises above the awnings of local market stalls, where even-handed traders toil and prosper. Yet above it all, the grasping shadow of the Cosa Nostra lengthens.

Ominous.

Merciless.



ST. PETERSBURG

Once called Leningrad, this old city has seen more than its share of bullets and betrayal. Expect guards, criminals, and soldiers to be well equipped, experienced, and highly suspicious. Old Communists vie with corrupt Capitalists for control of the wide-open boulevards, where few can hide — least of all foreigners.

This is difficult terrain, even for a trained assassin. Proceed with caution.





JAPAN

Mountains cover three-quarters of Japan, with the larger ranges running through the center of the Japanese archipelago like a spine.

Towering above a beautiful lake and archaic temple-studded town emerges the sacred mountain of Kurokiyama — an inaccessible site visited only by the occasional Shinto pilgrim.

An ancient six-story castle with ceramic tiled *hogyo* roofing and massive stonewalls looks down from its strategic position high on the neck of the mountain. A local *shogun* built it here during the *Edo* period — it is a fitting setting for a 20th century *oyabun* like Masahiro Hayamoto. From here he controls his *yakuza* maneuverings and international arms deals.



MALAYSIA

Kuala Lumpur, Malaysia. A city brimming with prosperity, luxury and incredible opportunity.

Populated by a teeming chaos of cultures, it attracts the sharks of organized crime from all over the world. It's a feeding frenzy.

At the same time, spears of sterile office buildings burst out over the new and ancient populace, reaching for the skies. And everyone is staking a claim for the future.

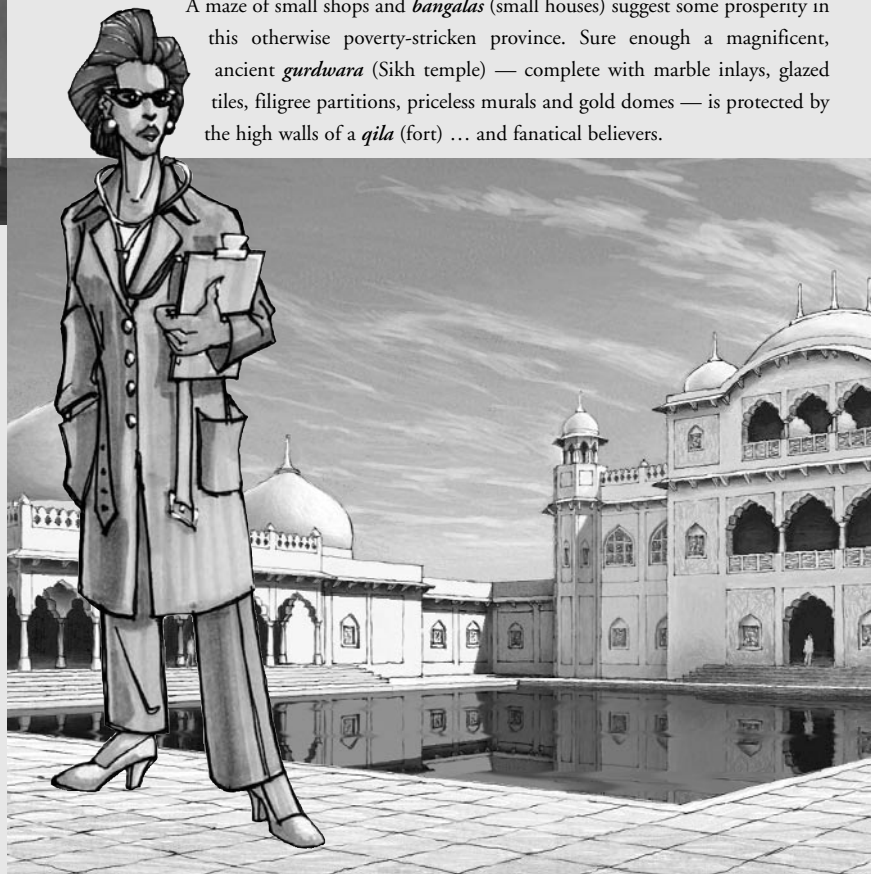




INDIA

A Sikh uprising in this remote region of Punjab, Northern India, in the mid 1980s was ruthlessly repressed by government troops. Many innocent locals were killed, and ever since, no outsider has dared venture into this territory for fear of reprisals.

A maze of small shops and *bangalas* (small houses) suggest some prosperity in this otherwise poverty-stricken province. Sure enough a magnificent, ancient *gurdwara* (Sikh temple) — complete with marble inlays, glazed tiles, filigree partitions, priceless murals and gold domes — is protected by the high walls of a *qila* (fort) ... and fanatical believers.





NURISTAN

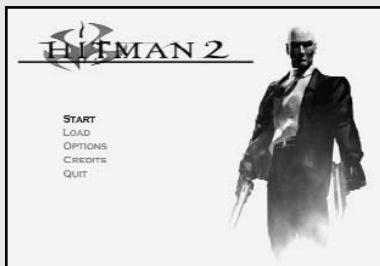
In a remote valley, hidden in the *Hindu Kush* mountain range of Nuristan, lies a secluded citadel. Currently, it's ruled by a local *khan*, Abdul Bismillah Malik, known as *Al-Khabir* (The Big Guy), and his fierce tribe of warmongering *mujahedin*.

A minaret doubles as a watchtower — overlooking the steppes, hillsides and nearby river. Anyone openly approaching the citadel can be seen for miles. This, and the solid brick walls surrounding the citadel, seem to signal security, but this stronghold has changed hands many times over the centuries. A professional always finds a way.



MENU CONTROL

On all menu screens you make a selection by moving the mouse cursor over the menu option you want, then clicking the left mouse button to confirm. Alternatively, you can use the cursor keys to highlight the menu option you want and press the *Enter* key to confirm. If there are more menu options than those visible on screen, use the  or  cursor keys to scroll the menu up or down. To cancel and return to the previous menu, click the BACK button or press the *Esc* key.



MAIN MENU OPTIONS

START Begin a new game.

CHOOSE DIFFICULTY At the beginning of a new game, select your playing level:

- **NORMAL** Recommended for beginners; 5 saves allowed per level.
- **EXPERT** For moderately experienced players; 2 saves allowed per level.
- **PROFESSIONAL** Seasoned player challenge; 0 saves allowed during a level.

LOAD If you have saved your game previously it can be accessed from this menu. Select a file from the list of previously saved games, arranged by their relative difficulty selection and level. A filename is displayed for each saved game. Select the file you would like to use; the game will be restored at the point at which it was saved. You can delete saved games by selecting the file, then clicking the DELETE button.

OPTIONS Reset some game settings. See page 24 for details.

CREDITS See a roster of hitmen and troubleshooters who brought you this game.

QUIT Quit out of game.



LAPTOP COMPUTER

Hitman uses a Laptop Computer to communicate with the agency that assigns him missions. All information pertaining to the mission is stored on this laptop. It also serves as a pre-mission preparation area. Select the required item to access secret files and footage:



MISSION BRIEFING A detailed list of

objectives for the mission ahead. All objectives must be carried out successfully to complete the mission.

SATELLITE MAP A plan view of the target area. Important items and information are all displayed.

TARGET INFORMATION Information regarding the target and his or her appearance.

SURVEILLANCE FOOTAGE Top secret, recorded footage of key information supplied by Agency. Note: This footage is only available before the mission starts.

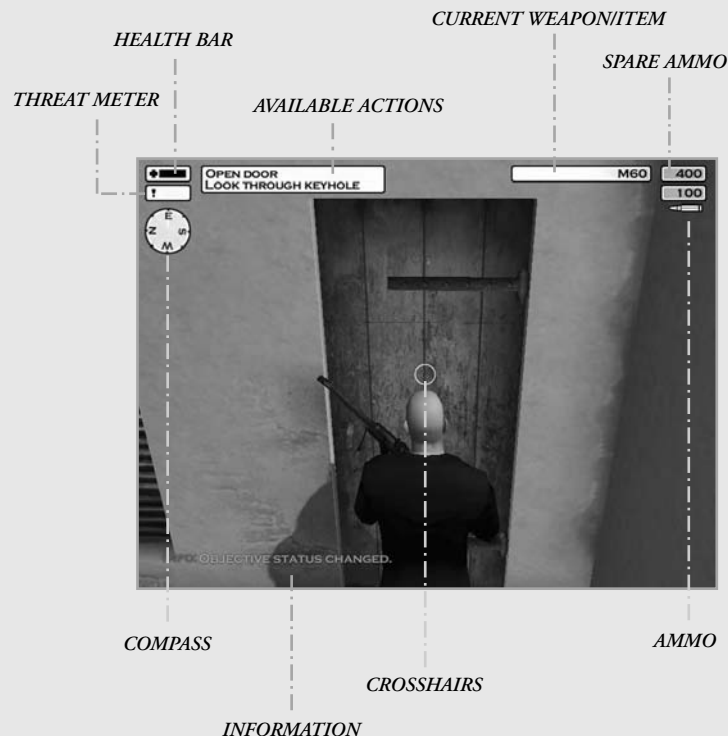
QUIT Exit out to the Main Menu.

MISSIONS Access a list of previously completed missions. From this screen you can select a mission to play again.

CONTINUE Proceed with the mission.



IN-GAME DISPLAY



HEALTH BAR Hitman's current health: as he sustains damage and injuries the bar begins to shrink. If the bar dips below 25% capacity it turns red to alert you to Hitman's predicament. Note: Damage is location based, which means a shot to the head is almost certain to kill you while a shot to the arm will not.

THREAT METER Displayed in the top left of the screen under the health bar, this meter indicates the level of danger Hitman is facing. The more the meter pulses, the higher the danger. The meter can be a useful tool, and if monitored, can alert you to potential problems such as a failed disguise.

AVAILABLE ACTIONS This is a context sensitive list of choices: it depends on your location, the proximity of objects such as doors, dead bodies, etc. and the currently selected item. If there is only one choice on the list, press the *Action* button to perform it. If there are two or more choices, hold down the *Action* button, use the *Next Action* or *Previous Action* button to highlight the action you want, then release the *Action* button to perform it.

CURRENT WEAPON OR ITEM OF EQUIPMENT If the currently selected item is holstered (i.e. Hitman's hands are empty) then the display here is blank.

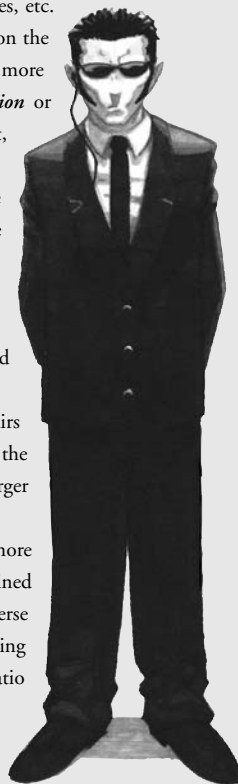
AMMO Remaining ammunition in the clip of the selected weapon.

SPARE AMMO Backup ammunition available for the selected weapon.

CROSSHAIRS Rifles with scopes are equipped with crosshairs that show exactly where Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired — the larger the crosshairs, the wider the grouping of any shots fired. Note that while certain scoped rifles are inherently more accurate, other factors have a bearing on accuracy. Sustained bursts of fire and shooting while moving both have an adverse effect; but standing still, or better yet lying down, and taking time to aim and squeeze off a short burst will improve the ratio of shots on target.

INFORMATION Useful information such as warnings appears here.

COMPASS Indicates the direction Hitman is facing.



EQUIP MENU

Displayed before a mission begins, this menu allows Hitman to equip himself for the task ahead.

AVAILABLE WEAPONS A list of the weapons and equip-ment that can be taken along for the mission ahead. Select an item to add it to your inventory.

EQUIPPED WEAPONS Lists the inventory of weapons and equipment currently selected for the mission ahead. Select an item to remove it from your inventory.

ITEM IMAGE Picture of the currently selected item.

ITEM INFORMATION Name and description of the highlighted item. Various specifications are included for weapons: caliber, clip capacity, length and weight.

MISSIONS Select this button to return to the list of previously completed missions.

BACK Select this button to return to the Mission Briefing screen.

CONTINUE Select this button to start the mission.

Note: You can equip most of your smaller weapons for each mission, but you are restricted to only one large weapon (rifle, shotgun, sniper rifle, etc.).



INVENTORY MENU

This menu allows you to manage your inventory. It can be displayed at any time during a mission by pressing the Inventory button. The game is paused while the Inventory Menu is open.

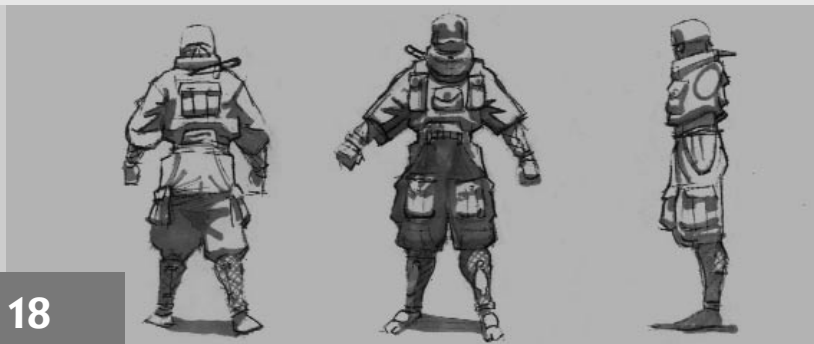
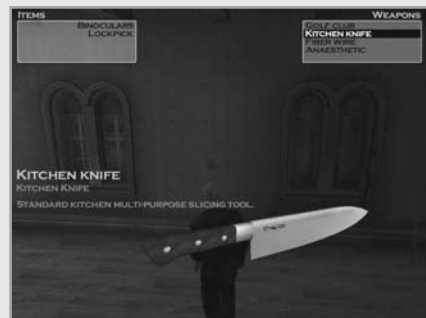
ITEMS LIST Shows available items.

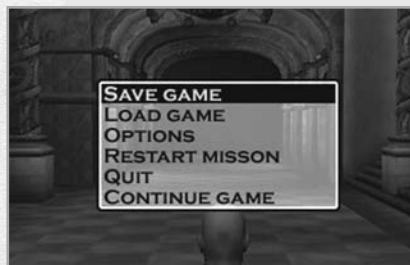
Note: Items crucial to Hitman's mission, such as fiber wire, cannot be dropped.

WEAPONS LIST Shows available weapons.

ITEM INFORMATION Highlight an item in either list and its name and description are displayed here. Various specifications are included for weapons: caliber, clip capacity, length, weight, bullets remaining, and clips remaining.

IMAGE Shows the currently selected item.





IN-GAME MENU

Press the *Esc* key at any time during play to pause the game and access the In-game Menu. The options are:

SAVE GAME Save the current game.

LOAD GAME Restore a previously saved game.

DELETE SAVE GAMES Delete your stored games.

OPTIONS Access the Options menu.

RESTART MISSION Choose to restart the mission.

QUIT Select this and click YES to end the current game and return to the Main Menu.

CONTINUE GAME Exit the menu and continue the current game.

CHARACTER TYPES

A variety of character types live within the world of *Hitman 2: Silent Assassin*. Some of these people pose no threat to Hitman's mission and can actually be allies. Choose your targets wisely!

TARGET Your intended victim. There is at least one per mission, who must be destroyed to complete mission.

ENEMY Hostiles, usually armed bodyguards of some description, whose job is to protect the target.

INNOCENT Civilians and bystanders. They pose no direct risk to you so try not to let them get caught in the crossfire.

POLICE Members of the local law enforcement community. They will attack if they witness you so much as carrying your weapons unconcealed.

VIPs These are the people you have been charged with protecting. A positive mission outcome is contingent upon ensuring their survival.

COMPLETING A MISSION

Once you make the hit, complete all other objectives and successfully escape the area, the mission is over. A ratings screen is displayed to show how you performed. Statistics are presented as a last mission score and an overall score.



The categories are:

- Shots Fired
- Close Encounters
- Head Shots
- Alerts
- Enemies Killed
- Enemies Harmed
- Innocents Killed
- Innocents Harmed
- Rating
- Mission Time

Click the CONTINUE button to advance to the next mission.

WEAPONS & EQUIPMENT

CLOSE COMBAT

Small, lightweight, and easily concealable, close combat weapons such as knives and the fiber wire allow near silent kills. They have their drawbacks though, so are only used by the real professionals.



HANDGUNS

Lightweight and easily concealable, the pistols and revolvers are perfect for close-up kills although they make a lot of noise unless silenced. In a tight situation, Hitman can always rely on the dual Silverballers for the extra firepower.

SUB-MACHINEGUNS (SMG)

Only just concealable, the sub-machineguns are perfect for fierce fire fights. Be warned though, a high rate of fire can leave Hitman with an empty clip and no more ammo.



RIFLES

Large and precise, the rifles are best used over distance. Hitman is only capable of carrying one rifle at a time and this cannot be concealed.

SHOTGUNS

The shotgun can have a devastating effect at close range but when used over distance, accuracy and damage are severely reduced.



WEAPONS & EQUIPMENT

SNIPER RIFLES

Highly accurate and extremely powerful, the sniper rifle is the definitive long-range weapon. When its used in the hands of a skilled professional, targets can be eliminated in a split second. Positioning, patience and a steady hand are pre-requisites for the sniper's role.



BINOCULARS

These visual aids are excellent for spotting targets and planning safe routes through your missions.

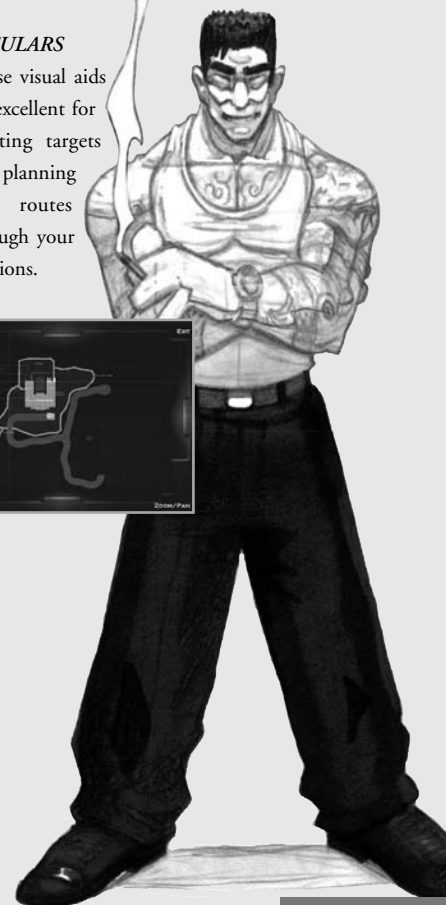
MAP

An essential piece of equipment if you are to find your way around.



NIGHT VISION GOGGLES

The high-tech solution to darkness, although your field of view can be severely impaired.

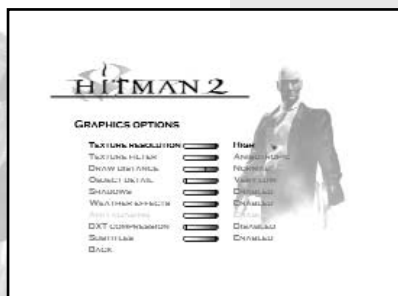


The options menu can be accessed from both the Main Menu and the In-game Menu. Three sub-menus are available for adjusting graphic options, sound options and game controls. Once you alter any settings in these sub-menus, click the OK button to save the changes and return to the Options menu. To discard your changes, click the BACK button.



GRAPHICS OPTIONS

These options allow you to reconfigure the display settings for optimum performance with your graphics card.



TEXTURE RESOLUTION Drag the slider to increase the texture quality.

TEXTURE FILTER Select either BILINEAR (fastest), TRILINEAR or ANISOTROPIC (slowest).

DRAW DISTANCE Drag the slider right to increase the visible distance.

OBJECT DETAIL Drag the slider right to increase the level of detail on objects.

SHADOWS Enable or disable character shadows.

WEATHER EFFECTS Enable or disable weather effects.

ANTI-ALIASING Enable or disable FSAA.

DXT COMPRESSION Enable or disable texture compression.

SUBTITLES Turn in-game subtitles ON/OFF.

BUMP MAPPING Enable or disable bump mapping (if supported by GFX card).

GAMMA CORRECTION Adjust the screen brightness.

BLOOD AND GORE Toggle blood display ON/OFF.

SOUND OPTIONS

Reconfigure the sound settings. Adjust the top three options with sliders: click and hold the slider and drag.

MUSIC Control music volume.

SPEECH Control the volume of spoken dialog.

EFFECTS Control the volume of in-game sound effects.

3D SOUND RENDERER Select either DirectSound or Open AL, depending on what your sound card supports.

EAX Enable EAX 3D sound.

NUMBER OF VOICES Set the maximum number of voices played at one time.



CONTROL SETUP

Reconfigure movement and combat controls. Click any option to change its setting.

MOUSE SPEED Drag the slider to the right to increase the character's response to mouse movements.

INVERT MOUSE Allows you to flip the Y axis, so that pushing up on the mouse looks down and vice versa.

BUTTON CONFIGURATION Assign different controls to the keyboard, mouse or gamepad buttons. To change the mapping, click a command and then press the new key or mouse button.



Note: Click the RESET TO DEFAULT button to reset to the default settings.

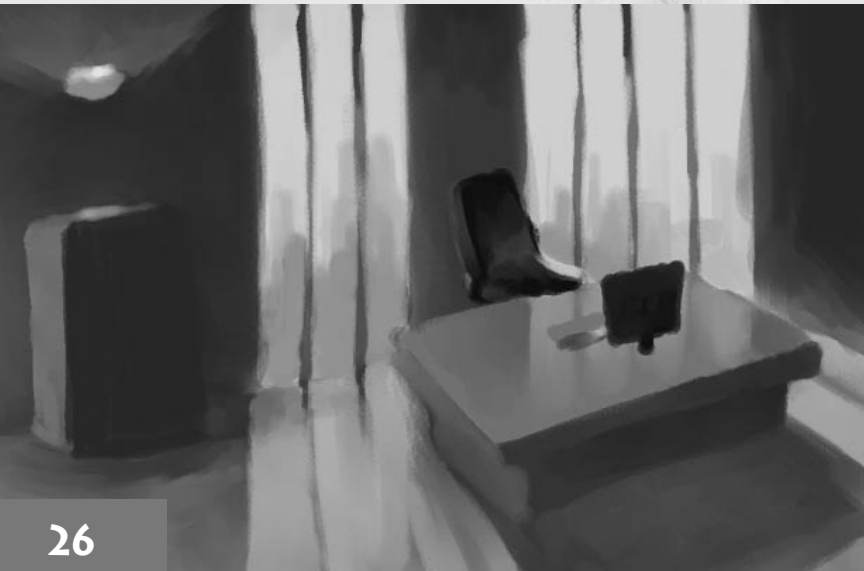
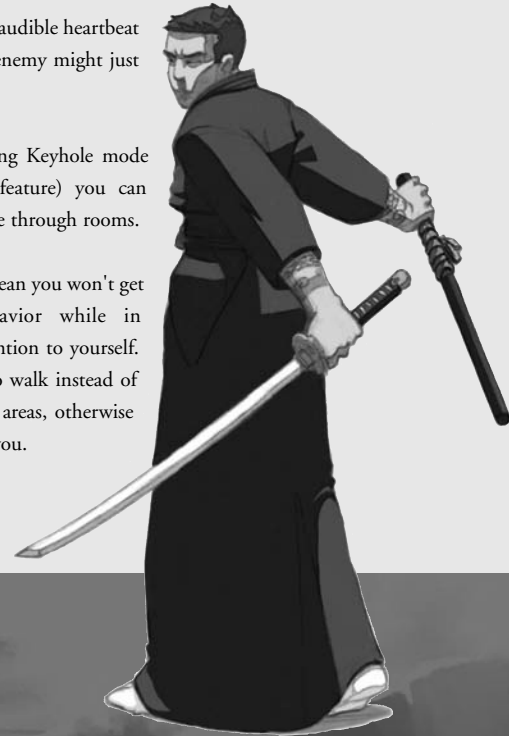
HINTS & TIPS

- There are numerous ways to complete a mission. If your plan isn't working, try a new approach.
- It is nearly ALWAYS possible to make the hit without collateral damage. Maximize your reward by using stealth and resorting only to non-lethal weaponry when neutralizing guards and/or other obstacles when getting to your target.
- Use disguises and costume changes to throw off your pursuers and gain access to otherwise inaccessible areas.
- Bullets will pass through most doors and nearly all windows.



HINTS & TIPS

- Pay attention to sound. An audible heartbeat is a sign of danger — the enemy might just be getting suspicious.
- By being cautious and using Keyhole mode (“look through keyhole” feature) you can further ensure a safe passage through rooms.
- Being in disguise doesn't mean you won't get spotted. Suspicious behavior while in disguise will still draw attention to yourself. Therefore, it is advisable to walk instead of run when in well-travelled areas, otherwise guards may take notice of you.



IO INTERACTIVE

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OPEN SOURCE SOFTWARE

Hitman 2: Silent Assassin was built using and including several Open Source products. We hereby gratefully acknowledge the work contributed by the open source community, which has provided us with these indispensable tools.

Products included in the game:

- Expat XML Parser Toolkit (www.expat.org) released under the Mozilla Public License v1.1 (www.mozilla.org/MPL/MPL-1.1.html)
- Freetype Font Engine (www.freetype.org) released under its own license
- Bugzilla bug tracking system (www.mozilla.org/bugs)
- Zope web application server (www.zope.com)



EAX® ADVANCED HD™ in Hitman 2: Silent Assassin™

Contest Rules

No purchase necessary to win. All entries must be received by Creative Labs, Inc. electronically or postmarked by 11:59 p.m. PST June 30, 2003 to be eligible for the random drawing, July 15, 2003. To enter the contest, simply answer all the questions and follow all the instructions to complete the entry form via the internet at <http://eax.creative.com/contest/hitman2> or by legibly hand printing on a 3"x 5" card the words "EAX® ADVANCED HD™ in Hitman 2: Silent Assassin Contest" along with your name, address, email address, and telephone number and mailing the entry to: EAX® ADVANCED HD™ in Hitman 2: Silent Assassin Contest, Developer Relations, Creative Labs, Inc., 1901 McCarthy Blvd., Milpitas, CA 95035, U.S.A. Offer is open to all individuals, except where prohibited by law. Entrants must be 18 years of age or older or with parental or guardian's consent. Limit one entry per person. 1 Grand Prize Winner will receive 1 unit of Sound Blaster® Audigy™ Gamer and 1 unit of Creative Inspire™ 5.1 5300 Speaker system (approximate retail value: US\$199.98). All decisions by Creative Labs, Inc. are final and binding. Odds of winning will be determined by the number of eligible entries received. Winner will be notified via email and/or postal mail. Winner will also be posted on <http://eax.creative.com> Creative Labs, Inc., in its sole discretion, reserves the right to modify the rules and terms, make prize substitutions or cancel this contest without notice. Creative Labs, Inc. is not responsible for lost, late, or mutilated or misdirected entries. Please allow 8 to 10 weeks processing time. Employees, officers and directors of Creative Labs, Inc., its parent company, affiliates, subsidiaries, advertising, promotion and fulfillment agencies, their immediate family members and persons living in their same household are not eligible to participate in the Contest. Void where prohibited. All federal, state and local laws and regulations apply. All entries become the exclusive property of Creative Labs, Inc., and will not be acknowledged or returned. All federal, state and/or local taxes, duties or fees are the sole responsibility of the winner. Winner may be required to sign and return a declaration of eligibility (in the form of an affidavit) and compliance with contest rules, release of liability, and, where lawful, a publicity consent agreement, all within 15 days of acknowledged notification. By accepting and/or using prize, winner agrees to the use of winner's full name, voice, and/or likeness for the purpose of advertising, publicity, trade, or promotion of Creative Labs, Inc. and/or products without further compensation, unless prohibited by law. If a selected winner cannot be contacted, is ineligible, fails to claim a prize, or fails to timely return the completed and executed affidavit and releases as required, prize may be forfeited and an alternate winner selected. In the event of a dispute regarding who submitted an online entry, the entry will be deemed submitted by the authorized account holder of the email account. By participating in the Contest, each participant hereby releases and holds Creative Labs, Inc. and the employees, officers, directors, shareholders, agents, representatives of Creative Labs, Inc., its parent company, affiliates, subsidiaries, advertising, promotion, and fulfillment agencies, and legal advisors, harmless from any and all losses, damages, rights, claims and actions of any kind in connection with the Contest or resulting from acceptance, possession, or use of any prize, including without limitation, personal injury, death, and property damage, and claims based on publicity rights, defamation, or invasion of privacy.

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